

99 學年第 2 學期 互動媒體介面設計與評估 Interactive Media Interface Design and Evaluation 課程綱要

課程名稱：（中文）互動媒體介面設計與評估		開課單位	傳科系			
（英文）Interactive Media Interface Design and Evaluation		永久課號	DCT2036			
授課教師：李峻德						
學分數	3	必/選修	選修	開課年級	2	
先修科目或先備能力：						
多媒體設計與製作相關課程						
課程概述與目標：						
<p>This course will examine the nature of users – how they think, act and feel, and introduce students to the methods of user-centered systems design as practiced by information professionals. The class will marry theoretical analyses with practical exercises in persona development, task analysis, heuristic evaluation, and information system design.</p> <p>The contexts for studying users will be the range of information environments in which we operate e.g., digital, inter-personal, facility-based etc. with particular emphasis on the creation of useful and usable information resources for users of all types. The aim of the course is to develop critical awareness and insights into the behaviors, motivations and needs of users with a view to using such insights to help shape improved information systems and to enable students to pursue more advanced studies in evaluation and user analysis.</p>						
教科書（請註明書名、作者、出版社、出版年等資訊）		<p>Benyon, D., Turner, P., & Turner, S. (2009). Designing Interactive Systems: People, Activities, Contexts, Technologies.</p> <p>Norman, D. (1988). The Psychology of Everyday Things.</p>				
課程大綱		分配時數				備註
單元主題	內容綱要	講授	示範	習作	其他	
基本素質與核心能力：（學生修習完本課程之後，可以具備之基本素養與核心能力）						
校級基本素養與核心能力：						
* 資訊素養						

- * 專業知能
 - * 發現及解決問題的能力
 - * 跨界多元思考的能力
- 客家學院學生基本素養與核心能力：
- * 資訊與媒體素養
 - * 專業知能
 - * 發現及解決問題的能力

教學要點概述：

1. 學期作業、考試、評量
 Weekly Assignment (10%)
 Quiz (Week 12) (10%)
 Usability Test Report (25%)
 Prototype Design and Production (35%)
 Class Attendance (20%)

2. 教學方法及教學相關配合事項(如助教、網站或圖書及資料庫等)
 課堂講解配合實務操作

	排定時間	地點	連絡方式
師生晤談	Monday 14:00~17:00 (by appointment) Friday 14:00~17:00 (by appointment)	人社二館 Room#222	E-mail

每週進度表

週次	上課日期	課程進度、內容、主題
1		Introducing to Course syllabus Movie
2		What is Interaction Design?
3		User-centered Design and Design Principle
4		Understanding User (I)
5		Understanding User (II)
6		Scenario and Task Analysis
7		Information Space and User Interface
8		What is Usability?
9		Usability Methods
10		Midterm Report
11		Prototype
12		Meeting
13		Design and Development (I)
14		Design and Development (II)

15		Application areas
16		Group meeting
17		Final project due & presentation
18		Final project due & presentation

※ 請同學遵守智慧財產權觀念及勿使用不法影印教科書。

備註：

1. 其他欄包含參訪、專題演講等活動。
2. 請同學遵守智慧財產權觀念及勿使用不法影印教科書。

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